

Meeting Agenda

Location: Hubben

Date: 2012-03-15

Time: 15:00

Facilitator: *Jonathan Kara*

Participants: Andreas Karlberg, Magnus Huttu, Linus Karlsson, Jonathan Kara

1. Objectives (5 min)
Make a choice from the game suggestions we have.
2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).
There where no issues preventing us to go to forward.
3. Reports (15 min)
We have been working hard and all the assignments that were given was finished.
4. From previous meetings, solved issues, e. t. c. , see 4
Kara finishes 1.2 and 1.3
Andreas starts sketching a paper prototype
Linus finishes non-functional requirements (2)
Magnus finishes 1.4 and 1.5
5. **NA**
6. Outcomes and assignments (5 min)
We should all read about the framework Slick which we are going to use.
7. Wrap up
 - a. Monday 19/3